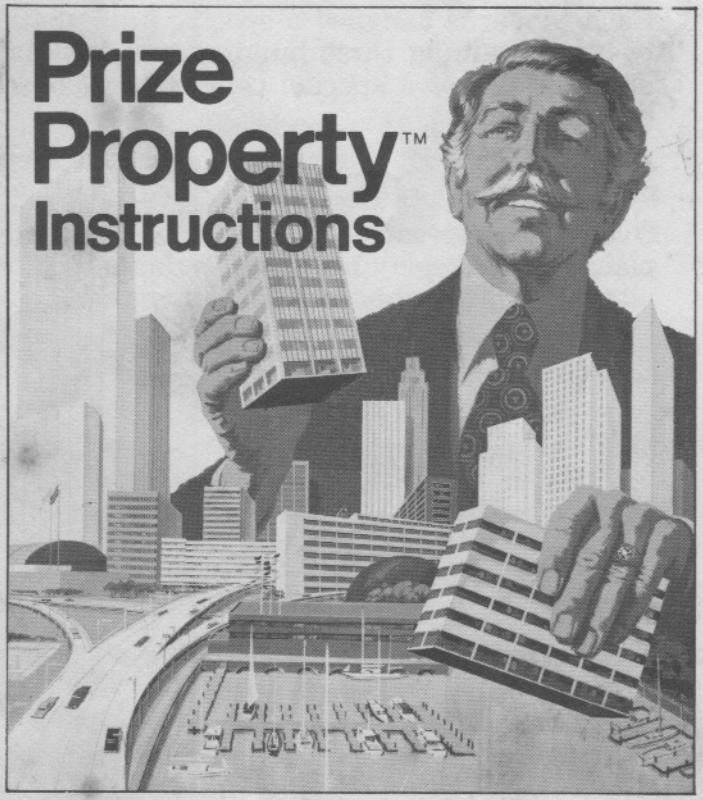
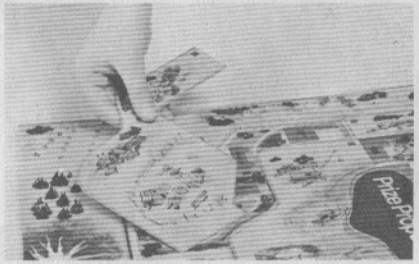
Prize Property™ Instructions



TO SET UP THE GAME:

1. A player is appointed BANKER and he gives each player $15,000,000 from the BANK.
2. The "Opportunity" cards should be shuffled and placed with "Opportunity" up. The "Town Meeting" cards should be shuffled and placed with "Town Meeting" up.

3. Each player is assigned a specific area of the board containing three building sections and building lots of a specific color (red, yellow, orange or blue).
4. Assemble cardboard buildings as illustrated on last page.
5. Overlays representing undeveloped land are placed on the playing board in appropriate places. Overlay dots match color sections.



OBJECT OF THE GAME:

Be the first to construct all nine buildings.

TO PLAY THE GAME:

Each player in his turn does the following:

1. Rolls the "Income" dice for money. The "Income" dice is the special dice with a red ball on one side and numbers on the other faces. The player rolling for income may roll the dice as many times as he wishes, adding up his points. Each point is worth a million dollars. However, if a player rolls a red ball, he does not receive any income from the dice in that turn.

Example:

		Total
First roll	1	1
Second roll	3	4
Third roll	1	5
Fourth roll	2	7

Player elects to stop with a total of seven and collects $7,000,000 from the BANK. If, on the fourth roll, the player had rolled a red ball, he would not receive any income.

2. He must take a card from the "Opportunity" deck and read aloud what that card tells him to do.
3. The player may buy one "Town Meeting" card. A "Town Meeting" card costs $3,000,000. He should not reveal whether it is Legal Action or Defense. These are used in the game for court action. (Number 3, Page 6)
4. He may either improve one property or construct one resort building, providing the property has previously been improved.

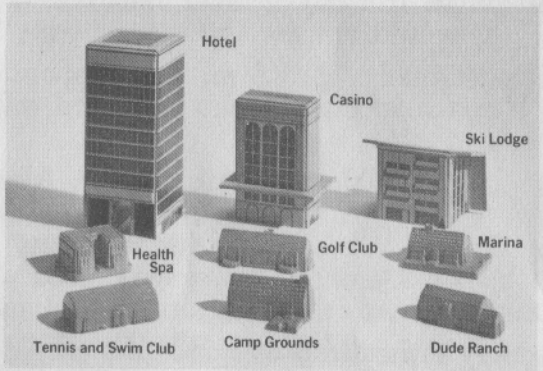
   When the player has finished the above, his turn ends and the dice is passed to the player on his left.

IMPROVING PROPERTY:

In his turn, a player may improve any one section of property in his area by paying the BANK $5,000,000 and removing that particular overlay from the Board. Nobody may bring legal action against a player for improving his property (see "Town Meeting" cards).

CONSTRUCTING RESORT BUILDINGS:

If a player has previously improved (removed an overlay) a section of land, he may build by placing the appropriate building on that particular piece of property during his turn. Note that he can build only three buildings on each section of land. The three sections are:



1. Water Front Property Resorts: This is the area closest to the middle of the board. Resorts in this area cost $5,000,000 each. It is considered a high-risk area. You have a greater chance of disaster in this section than the others, but the cost is less. The resorts in this area are:

Tennis & Swim Club – Marina – Camp Grounds

2. The middle section resorts cost $10,000,000 each. It is a low-risk area. The resorts in this area are:

The Golf Course Health Spa Dude Ranch

3. The outer section resorts cost $15,000,000 each. When the resorts have been constructed, there is no risk of losing the buildings in this section except through "Town Meeting" cards. The resorts in this area are:

Resort Hotel Casino and Night Club
Ski and Mountain Lodge

DOUBLING—TRIPLING INCOME:

A player may start building his color buildings in any section he has improved. When he has completed three resorts in any one section, he receives double the income from the income dice in his next turn. If he completes two sections with three resorts in each, he receives triple the income from the income dice in his next turn. If a player draws a "Disaster" card and loses a building, and that section was previously complete, his income basis goes down for his next turn. For example, if a player had the waterfront area and the middle section complete with three resorts each and he was rolling triple income and drew a card that read: "High water destroys your marina," the marina is removed and he would be rolling doubles in his next turn or until he rebuilds his marina.

TOWN MEETING CARDS:

Town meeting cards are of two kinds: "Legal Action" cards are used to challenge a player who has just built a resort; "Defense" cards are used by the builder to defend his new property.

1. Whenever a player builds a resort, he pays

the BANK the assessed amount for that particular resort. Before his turn is over, he may be challenged by his opponents with "Legal Action" cards. Any number of players may challenge the builder with "Legal Action" cards before his turn is over. However, a maximum of five "Legal Action" cards may be used in any one turn. For each "Legal Action" card, the builder's opponents place a red marble in the gavel (see "Court Action").

2. Whenever a builder is challenged with a "Legal Action" card, he is automatically given one defense which means he places one green marble in the gavel (see "Court Action"). If he has in advance of his turn bought "Defense" cards, then for each of these cards he uses in this turn, he places a green marble in the gavel. Only five green marbles and only five red marbles are permitted in the gavel for any one court action.

3. Court Action:
   a. This is when an opponent or opponents have placed as many red marbles in the gavel as the number of "Legal Action" cards being played in that turn, no more than five.
   b. This is when the builder has placed one green marble (his automatic defense) plus one green marble for each previously purchased "Defense" card he may decide to use in this turn, no more than five.
   c. With the proper number of red and green marbles in the gavel, the cap is placed on the gavel. The builder shakes the gavel (handle up) and raises it so the marbles roll into the handle.
   d. If a green marble is showing in the opening in the handle, the builder wins and his building goes up.
   e. If a red marble shows, the building does *not* go up and the builder loses the money he paid for the building. Further, if a red marble is showing, each player who played a "Legal Action" card receives $5,000,000 from the BANK for each "Legal Action" card played in that turn.
   f. All "Town Meeting" cards, legal action and defense, are returned to the deck.
   g. The gavel is emptied of marbles and play is resumed with the next player.

FINES:

If, during the course of play, a player is required by an "Opportunity" card to pay a fine or give money to his opponent when he does not have the money required, he pays only what he is able, as *no borrowing is permitted.* For example, if he receives a fine of $3,000,000 and he has only $1,000,000, he pays only $1,000,000.

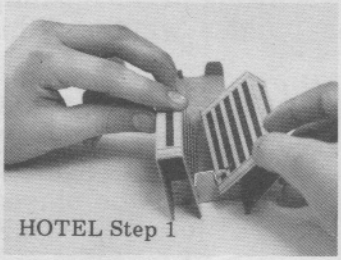
If the player is required to pay money to the player with the fewest buildings and two or more

players are tied with the fewest buildings constructed, then *no* payment is made. If he is the player with the fewest buildings *no* payment is made.

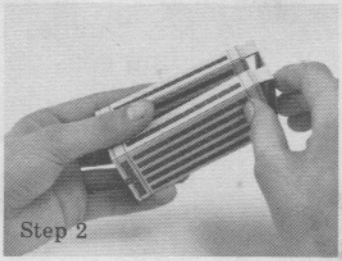
WINNING THE GAME:

The winner is the first to construct all nine resort buildings.

ASSEMBLY OF BUILDINGS

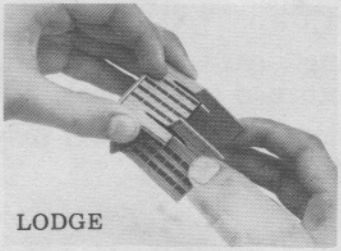


HOTEL Step 1



Step 2

Hotel: Follow Steps 1 & 2 Close Tabs Forming Box.

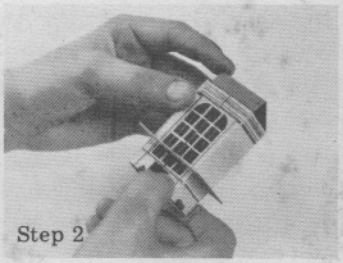


LODGE

Lodge: Fold Roof and Side Down into Slots

Casino: Follow Steps 1 & 2 Forming Box. Close Cover to Complete Structure

CASINO Step 1



Step 2

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